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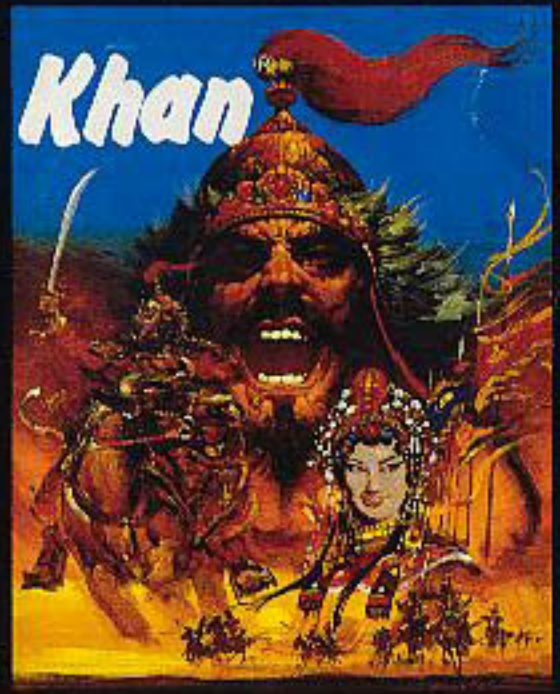
Genghis Khan

INSTRUCTION MANUAL

KOEI

Strategy Game Series

NES-GX
USA



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INTRODUCTION

"Long, long ago, a gray wolf was sent down from the heavens. Together with his empress, a white doe, they crossed a great lake."

Thus begins an ancient legend passed down for generations among the Mongols, the people who ruled over most of the Eurasian Continent during the 12th century. The legend describes how Genghis Khan, although abandoned and impoverished in his youth, came to build the greatest empire that has ever existed. With **Genghis Khan**, the latest in a trilogy of historical simulations, Koei gives you the chance to make the legend reality. Take the part of King Richard the Lion-Hearted, Emperor Alexious III, Shogun Minamoto Yoritomo, or even that of the Great Khan himself, Genghis Khan. Lead your army across the vast Eurasian Continent-- from the Orient to the British Isles, from the Russian steppes to the deserts of the Middle East. Build your empire with wisdom and tenacity, but beware of those whose ambition may be greater than yours-

Conquer or be conquered !

In KOEI simulation games, as in real life, things do not always go as you expect. If you don't do as well as you hoped for in the beginning- **don't give up!** The real enjoyment comes from learning how to play the game. Try to understand how each of your commands affects all the factors in the game and use this knowledge to plan ahead. There is no one single way to win the game. There are as many possibilities as there are different personalities. Eventually you will find your own way to play, whether it be aggressive, tactical or diplomatic, and maybe even find out a little about yourself in the process.

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SAFETY TIPS

Before beginning GENGHIS KHAN, please read the following precautions carefully:

1) Always turn the power off before inserting or removing the GAME PAK from your Nintendo Entertainment System.

2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it.

3) Avoid touching the terminal connectors. Keep them clean by inserting the GAME PAK in its protective storage case.

4) Never attempt to take your GAME PAK apart.

5) Use of cleaning agents can damage the GAME PAK.

In order to enjoy this game to its fullest please read the following manual thoroughly and then save the historical notes and map to look at later.

HOW TO PLAY

1. HOW TO USE THE CONTROLLER

The number of the controller you should be using will always appear on one of the lower corners of the screen.

a) Making a Selection

To select a command, or answer a question, move the cursor to the desired answer with the Control Pad, and press Button A. To cancel or correct any answers, press Button B.

b) Entering Numbers

To select a number, press the UP arrow on your Control Pad to increase the number and DOWN to decrease it. If you wish to enter a number with more than one digit, press the RIGHT arrow after you have selected the first digit and proceed as before to select the next digit. Make sure that you don't press Button A until you have finished entering your number, because the number that is shown will be entered.

2. SCENARIOS

There are two scenarios in Genghis Khan: **Mongol Conquest** and **World Conquest.**

Please read the outlines below before choosing the scenario you would like to begin with.

a) Mongol Conquest

Starting Date: Winter of 1174 (You may give your first order in spring of 1175).

Setup: You play this scenario in the role of Temujin, the courageous young leader of the Mongol tribe.

Goal: To unify the 14 tribes that make up all the Mongol Plains.

Note: Only one person may play the Mongol Conquest scenario. Once you have unified the 14 tribes of Mongolia, you will automatically advance to the World Conquest mode, and become the legendary Genghis Khan, leader of the Mongol Empire. **If you unify Mongolia before 1206, you will give your first order in spring of 1206, otherwise you will move into the World Conquest mode in the same season you unify Mongolia.**

b) World Conquest

Starting Date: Winter of 1205

(You may give your first order in spring of 1206).

Setup: You may choose to be the lord of any of the ruling countries at the time. Remake history as Genghis Khan of the Mongol Empire, Richard I of England, Alexious III of the Byzantine Empire or Shogun Minamoto Yoritomo of Japan.

Goal: To unify the World. The known world at the time consisted of the Eurasian Continent, so unifying the 27 Eurasian countries will be your goal.

3. DISPLAYS

a) Main Display

The present conditions in your country are shown in this mode. Use this mode to run your own country or to issue orders to negotiate with other countries. You have one turn for every season of the year, thus four turns per year. You may issue three

orders from your base country per turn, one order from each vassal state under direct control. See TYPES OF COUNTRIES for a detailed explanation.

b) Battle Display

Whenever one of your states goes to war or is attacked, the battlefields of the state that has been invaded will be displayed. During war you may issue one command per unit per day. (See p.24 WAR and p.29 BATTLEFIELD COMMANDS).

If the country is governed by a prince assigned by you, you will receive updates of the battle without directly participating in it. You will only see the actual battle take place if you choose to watch other countries battle with Command <Other>.

4. TYPES OF COUNTRIES

a) Base

- The base is the country where the lord is currently residing.
- You may issue any type of order from this country.
- Three orders may be issued per season.

b) Prince Controlled

- These countries are ruled by a prince assigned by the lord.
- The computer issues orders.
- You may send government policy to these countries with Command <Policy>, but you do not rule them directly.

c) Direct Control

- These are countries in which there is no prince, therefore the lord controls them directly.
- Some orders, such as War and Move may not be issued from these states.
- Only one order may be issued per turn.

5. PEOPLE IN THE GAME

a) Lords

These kings of Eurasia and chiefs of the Mongol Tribes issue orders to any country under their direct control, and of course in their base country. If your lord lacks the ability necessary to issue an order, that command will not be executed. You should keep your ability levels up with Command <Train>. These abilities will also increase if you win a battle.

If your lord dies in World Conquest while attacking another country, or because of natural causes, you may select an heir from among his children if he has a son ten years or older. Of course if he does not have an heir, the game will end at this point.

b) Children

You may promote male children 10 years and older to princes. In World Conquest, if your lord dies, you may also choose your successor from among these children. Female children 8 years and older are eligible to be married to one of your princes. If you marry one of your daughters to a prince he becomes part of your family. Princes who are part of your family (shown by a family flag ⚑) will never rebel against you. You may have a maximum of 5 children.

c) Princes

Princes in this game are based on the Mongolian use of the word. Princes are not only sons of the king. They are also generals chosen for their loyalty and skill, capable of ruling a country for their lord. Princes accompany their lord in his base country unless they have been assigned to another country. These men can go to battle instead of the lord, but you will have no control over the battle results. You may have up to a maximum of 5 princes.

6. TYPES OF PEOPLE

a) Draftees

Draftees include all those who are ready to become soldiers at a moment's notice. This group consists of troops, masons, townspeople, and food and specialty items producers.

Every spring this population will increase. Use Command <People-Draft> or hire troops from a merchant with Command <Trade>, then assign these men to their labor group with

Command <Assign>.

b) Not Drafted

These are people who are unable to work, either because they are too old or too young. However, if you train them with Command <Train-People>, you can prepare some of them for battle, and then draft them with Command <People-Draft>.

7. ABILITIES

Lords and princes all have their own level of abilities. These abilities will determine whether you are able to carry out a command or not. They will also influence the outcome of war and diplomatic treaties. Use Command <Train> to increase the value of these abilities, since they will decrease every time you carry out an order. The maximum ability value is 999. There are six types of abilities:

a) Leadership: Leadership is necessary for all commands concerning domestic policy and diplomacy. These include: tax, give, train, people, move, policy, spy and war.

b) Judgment: Judgment is your ability to judge and make correct decisions. It is necessary for the following commands: trade, people, view, move, policy and war.

c) Planning: Planning is your capacity to plan ahead. It is essential for the following orders: give, assign, people, move, spy and war.

d) Charm: Charm represents your ability to convince other people of your ideas. It is essential for the following orders: tax, train, move, policy, treaty and war.

e) Body: Body strength is essential for: move, treaty and spy.

f) Battle: Your skill in battle is essential for the following orders: treaty, spy, and of course, war.

GAME SET UP

1. Make sure the power switch is OFF.
2. Insert your GENGHIS KHAN GAME PAK as described in your NINTENDO ENTERTAINMENT SYSTEM manual.

3. Turn the power switch ON.
4. After the opening screen has been displayed, press the start button to begin game preliminaries.

GAME PRELIMINARIES

1. New Game/Load Data

If this is the first time you've played the game, or if you're starting a new game you should select "New Game." However, if you want to continue a game you saved earlier, you should select "Load Data."

2. Selecting Scenario

There are 2 different scenarios. Read SCENARIOS on p.5 for an explanation of each scenario.

3. Selecting Number of Players

In Mongol Conquest only one may play, in World Conquest up to four.

4. Selecting Lord

If you are playing Mongol Conquest, you will automatically become Temujin, who in later life was to become Genghis Khan. If you are playing World Conquest please pick the lord of your choice.

5. Setting Lord's Abilities

Please set the abilities of your lord and four princes. If you choose to have them set automatically, the average skill value for all your princes will be displayed. You may then view any individual prince if you like.

If you choose to set the abilities one by one, press button A to set them, then, apportion 100 additional points among them. Use button A to increase by one point, and button B to increase by ten points.

Use your control pad to change abilities. Once you have set the abilities for all five men you may either see one of your princes again or begin the game. After pressing Button B you may either reset all abilities or proceed with the game.

6. Selecting Skill Level

This number will determine how difficult the game will be, if you select 1 it won't be as hard as if you select 5.

MAIN DISPLAY

By pressing the left and right arrows of your control pad, you can switch between the Main Display and the Map Display.
Orders can be issued while you are in either display mode.



1.Country number and country and ruler's names.
2.Year and season.
3.Ruler's portrait.
4.Country data.
5.Commands.
6.Remaining orders.
7.Current market rate.
8.Controller number.



COUNTRY DATA

1. Gold	Gold in Treasury
2. Food	Food in Storehouse
3. Troops	Number of soldiers in the country
4. Items	Specialty items produced by that country
5. Town	People who live and work in the town
6. Masons	People building and fortifying the castle
7. Food	People producing food in the country
8. Artisans	People producing specialty items
9. Morale	Level of morale
10. Economy	Economic power
11. Defense	Strength of castle
12. Arms	Level of weapons
13. Skill	Level of troop training

1. Gold
This is the current amount of gold in your treasury. If you don't have enough gold, there are many commands you can't carry out. You will receive gold in spring as part of your taxes, but at that time you must also pay your troops for their services. If you don't have enough gold to pay your troops, your army will decrease accordingly.

2. Food
Food is collected every fall as part of taxes. You may also buy food from the merchant. You must have food for your troops during war, and if it runs out in the middle of a battle you automatically lose. You must feed your population every spring to keep them alive. If morale is low, there is also the possibility that unhappy people will steal food from your storehouse.

3. Troops
This is the total number of troops in the army. You may increase this number by hiring mercenaries with Command <Trade>.

or by drafting part of the population with Command <People> .

4. Items

Displays the specialty item which that country produces. For a list of all the different specialty items, see the merchant's list on p.21

5. Town

Townspeople are the portion of the country's population who live and work in the town. The number of townspeople influences the economic power of your country.

6. Masons

Masons are the people that are currently fortifying your castle. The number of masons influences the defensive strength of your country.

7. Food

Food producers are the farmers currently living in your country. This number influences the amount of food you receive each year in fall as taxes.

8. Artisans

Artisans are the people who make the country's specialty items. The number of artisans influences the number of specialty items produced.

With Command <Assign>, you may change the distribution of your people, which include troops, townspeople, food producers, masons and artisans.

9. Morale

Morale represents the loyalty of the people in the country to their lord. When this value is low, there is a good chance you will have a peasant uprising. Also, the amount of tax collected in spring and fall will probably be low as some people will refuse to pay.

The level of morale is influenced by the tax rate, and it also decreases when you draft peasants for the army. You may increase this value with Command <Give> by giving goods to the people.

10. Economy

Economy represents the economic strength of your country. It influences the amount of gold collected in spring and depends on the amount of townspeople.

11. Defense

This number represents the strength of the castle in your country. The higher it is, the stronger your defensive strength is. This value will increase when there are more masons in the country and decrease every time the castle is attacked during war.

12. Arms

Arms represents the number of weapons your army has. You may purchase six kinds of weapons from the merchant with Command <Trade>: daggers, swords, axes, lances, pikes and bombs. Your arms value will increase when you buy these weapons. It will decrease every winter, and any time you take in fresh recruits.

13. Skill

When the drafted population is trained with Command <Train-Troops>, its skill value increases. The higher this skill value is, the stronger your troops will be in battle. This value will decrease every summer, and when you recruit new troops.

MAIN DISPLAY COMMANDS

The following is a list of the orders you may issue from your base country or from a country under direct control. Every command depends upon several different abilities of your lord, and if he is lacking in any of those abilities, he will be unable to carry out the order.

1. **Tax**	Change tax rate or collect extra tax
2. **Assign**	Reassign your labor or army distribution
3. **Give**	Give gold, food or items to your peasants
4. **Train**	Train your troops, princes, yourself or your not drafted citizens
5. **Trade**	Call the merchant to buy or sell goods, and hire men

6. People	Issue orders pertaining to princes or children Draft peasants
7. View	Obtain information on countries
8. Move	Move yourself, laborers or provisions
9. Policy	Send policy to a vassal state under a prince
10. Treaty	Negotiate with other countries
11. Spy	Send a spy to view or raise chaos in another country, or search for a spy in your own country
12. War	Attack another country
13. Pass	Skip one turn
14. Other	Game options

Command 〈Tax〉

a) Change Tax Rate:

Necessary ability: Leadership- 5, Charm- 5

This command enables you to change the rate of tax collected every spring. You may set this level at any rate between 1 and 100, but whether it stays at this rate will depend on your ability levels. Tax rate changes will also affect your morale.

b) Collect Extra Tax:

Necessary ability: Leadership- 10, Charm- 10

You may collect extra tax only once a year. Only use this order when you are desperately in need of gold, because your morale and economic strength will decrease after you issue it.

Command 〈Assign〉

Necessary ability: Leadership- 5, Planning- 5

a) Labor: There are five different types of laborers: townspeople, masons, food producers, artisans and troops. Use this command to change the number of people in each of these jobs. Once you have finished your distribution, press Button B to end.

b) Army: Assign men to a unit number and then choose the unit type you prefer in battle: cavalry, infantry or archery.

Once you have finished assigning all the troops, press Button B to end.

Command 〈Give〉

Necessary ability: Planning- 5

Give gold, food or specialty items to the people to increase their morale.

The smaller your population, the more your morale will increase.

Command 〈Train〉

a)Troops:

Necessary ability: Leadership- 5

This command will increase the skill level of your troops. Since you must train all drafted people when you issue this order, its effectiveness will vary depending on the total number of people.

b) Prince:

Necessary ability: Charm- 5

Raise an ability of one of your princes with this command.

c)Self:

Necessary ability: None

Raise one of your own abilities with this command. You should try to keep your own abilities as high as possible since they influence all game events.

d) People:

Necessary ability: Charm- 5

This command will raise the number of people available to recruit from among the very old and the very young. The maximum percentage of not drafted people available for mobilization is 50%.

Command 〈Trade〉

Necessary ability: Judgment- 5

There are three types of merchants: the merchants from China, Islam and Uighur. These three types work independently of each other, with different sales routes.

If one or more of these merchants is in the country you wish to trade in, you may deal with him at the current market prices.

a) Sell: You may sell food or any other items in stock for gold.

Soldiers may not be resold.

b) Buy: You may buy food, specialty items, or weapons from the merchant.

Weapons will raise your troops' arms value, but they may not be resold.

c) Hire: Hire mercenaries at the current market rate. This will increase your number of soldiers, but will decrease your morale, arms and skill levels.

Command 〈People〉

This command covers all orders to princes and children. You may also use this command to draft peasants.

a) Switch

Necessary ability: Leadership- 5, Judgment- 10, Planning- 5

Use this command to move princes to and from vassal states.

1) Change: Use this command to change the ruler of a country. Either send a new prince from your list of princes, or exchange him for a prince from another vassal state.

2) Send: Use this command to send one of your princes to a country under direct control. He will then become the ruler of that country.

3) Direct: Use this command to put a country under direct control.

b) Select

Necessary ability: Leadership- 5, Judgment- 10, Planning- 5

Give this order when you want to find an outstanding man from within your army to promote him to prince. Since the computer does the search automatically for you, you only decide whether to add him to the list or not.

c) Demote

Necessary ability: Leadship- 5, Judgment- 10, Planning- 5

This command will demote a prince to a common soldier.

d) Promote

Necessary ability: Leadership- 5, Judgment- 10, Planning- 5

Use this command to promote one of your sons, 10 years or older, to the position of prince.

e) Marry

Necessary ability: Judgment- 10, Planning- 10

To ensure the loyalty of a prince, marry him to one of your daughters 8 years or older. A family flag will then appear next to his name.

You may not marry your daughters to princes who are already family members.

f) Draft

Necessary ability: Leadership- 5, Charm- 10

Use this command to recruit people who have not yet been drafted for battle.

Since these are mostly untrained children and old people, your arms value, skill and morale will decrease with this command.

Command 〈View〉

Viewing other countries or other countries' lords counts as an order, other uses of 〈View〉 do not.

a) State:

A) and B) require a Judgment ability of 5, other commands require no ability.

Use this order to view other countries.

Unless you have sent a spy to another country with **Command 〈Spy〉**, you will only be able to view your own countries.

b) Ruler:

The same rules apply as to viewing countries, however with this command, you view the lords.

c) Allies:

This chart shows the numbers of any states you have a treaty with. This includes both vassal states and the base country. The longest period for a treaty is five years.

d) Princes:

This shows a list of all the princes in your country. The maximum number is five. If

If these princes are related to your lord, they will have a family flag next to their name, which means they will never betray you.

e) Children:

This list shows the name, sex and age of all of your children. The most children you may have are five.

f) Stock:

This lists all the available specialty items you have for sale.

Command 〈Move〉

You may only move your base camp, men, gold, food or specialty items between two countries sharing a common border.

a) Base:

Necessary ability: Body- 20

Use this command to move your lord and his base camp from one country to another.

b) People:

Necessary ability: Leadership- 10, Charm- 10

You may move drafted citizens from any of the five different kinds of labor groups: townspeople, masons, food producers, artisans or soldiers.

c) Gold, food or specialty items:

Necessary ability: Leadership- 5, Judgment- 5, Planning- 5

Use this order to move gold, food or specialty items.

Command 〈Policy〉

Necessary ability: Leadership-5, Judgment- 5, Charm- 5

Use this order to make government policy and send it to one of your vassal states controlled by a prince. If you turn over a vassal state to a prince without sending policy, the computer will make policy decisions for you. In your statement, you must provide detailed orders for both internal and external policy.

If you order a country to send supplies, this means a shipment of gold in summer, and a shipment of food in winter will be sent to the country being supplied. Giving 1/10 or 1/4 means giving that amount of your total goods, including gold, food and specialty items, to your vassal or rival, depending on the case. Since policy is issued to one prince,if he is exchanged for another prince, the current policies become ineffective.

Command 〈Treaty〉

This command allows you to try to make some kind of a treaty with a neighboring country. Success will depend on conditions in both states and the ability of the lords. You may order any country to become a vassal or give tribute, but you may only ask a base country to become your ally.

a) Become vassal state:

Necessary ability: Charm- 25, Body- 5, Battle- 10

This command orders a weaker country to become your vassal state. If the treaty is successful, the current lord of the country will demand gold for his troops. If you don't pay, negotiations will break down. If negotiations are not successful, there is still a chance that the lord of the country will try to appease you by sending gold, food and specialty items. You may not use this command with allies.

b) Pay Us:

Necessary ability: Charm- 5, Body- 5, Battle-5

Order a rival country to give you gold, food and specialty items. You may not use this command with allied countries.

c) Ally:

Necessary ability: Charm- 5, Body- 5

Try to make a peace treaty with one of your rivals. This treaty will last for five years, and during this time you may not attack or be attacked by your ally. You may observe the years remaining in a treaty with **Command 〈View〉**. The allied country number, including any vassal state, will be displayed in red, with the remaining years in blue.

Command 〈Spy〉

Use this command to dispatch a spy to a rival country. **View & Report** may be used with allies, but the other two options may not.

a) View & Report:
Necessary ability: Planning- 5
For 10 units of gold send a spy to a rival country so you may later use Command <View> to see that country's data. You may continue to use this spy until he is caught by a domestic search.
b) Wreak Havoc:
Necessary ability: Body- 20
This spy will destroy the enemy's town and castle, lowering the country's defensive and economic strength. For 50 units of gold the spy will carry out this command once.
c) Kill:
Necessary ability: Battle- 20
The spy will attack an enemy lord for 100 units of gold. If he is successful, that lord's ability levels will be reduced by half. This command can not be used against other players when more than one person is playing.
d) Search State: Leadership
Necessary ability: Leadship- 5 Planning-5
Find enemy spies hiding in your country and eliminate them. This command costs 20 units of gold.
Command <War>
Necesary ability:
Under your lord: Leadership- 40, Judgment- 10, Planning- 5, Battle- 20
Under a prince: Leadership- 5, Planning- 5, Charm- 5
Attack any neighboring country with this command. Before going to war you must pay an amount of gold equal to the number of soldiers you take. You must also take food for your soldiers. You may either go to war yourself, or send one of your princes to battle in your place.
When a lord or prince goes to war and wins, all his abilities will increase by the following amount: Leadership: 30, Judgment: 15, Planning: 10, Charm: 10, Body: 20, Battle: 25. Ability levels will not change if a war is lost.
Command <Pass>
Use this command to waive your turn. In the base country, this waives all three orders.
Command <Other>
To return to the main display at any time press Button B.
a) Save: Use this command to save data. Remember that if you save data, any previously stored data will be erased.
b) Display Wait: Change the amount of time that messages are on the screen. 1 is the shortest display and 10 is the longest.
c) Music: Turn game music on or off.
d) Sound effects: Turn sound effects such as battle on and off.
e) Display: Turn fixed displays on and off.
f) Animation: Turn animation on and off.
g) Watch others battle: Use this command to watch other masters battle.
h) End: Ends game, so if you want to continue later, make sure to save first.
Always turn off the power by holding the reset button down and simultaneously pressing the power button. This will protect your game data.

Merchant's List



GAME EVENTS

1.Seasonal Events

a) Spring: The following events occur every spring.

1) Food

An amount of food equal to half of the total number of people in your country will be distributed to the peasants. If you do not have enough food, the number of people will decrease.

2) Age

Every person grows one year older. Anyone who has reached the end of his life span will die.

3) Births

If you are fortunate enough to have a child born in that year, it will be born in spring. Children will be born randomly every year, but your chances of having children will decrease with old age.

4) Increase in Population

Since children will come of age to serve in the army, the number of drafted people will increase.

5) Taxes

Taxes will be collected in gold.

6) Pay Troops

One unit of gold must be paid per soldier. If you don't have enough gold the number of troops will decrease.

b) Fall: In fall, both specialty items and food will be collected as taxes. The amount received will depend on the number of laborers in each group.

2.Natural Disasters

a) Seasonal disasters:

1) Severe Cold Wave

This event often occurs in northern countries in winter. This includes all of the Mongolian tribes in Mongol Conquest, and countries 1-7 and 15-19 in World Conquest.

2) Major Storm

This event often occurs in southern countries in summer. Since Mongolia is in the north, this doesn't occur in Mongol Conquest, however it occurs in countries 2, 18, 19 and 23-27 in World Conquest.

3) Epidemic

Sickness will occur randomly in spring and fall, in all countries.

b) Rebellions

1) Uprising

This occurs when the tax rate is high or morale is low. If a peasant uprising occurs in your base, or a country under direct control, the screen will change to battle display and the battle will begin.

2) Military Revolt

There are two different types:

- Revolt by a prince in or near your base country

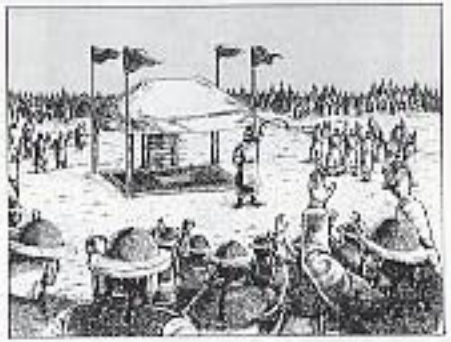
A prince may rebel against you in your base country or a nearby country. In either case the screen will change to battle display.

- Revolt by prince abroad

In this case, the prince of one of your vassal states rebels, and that country becomes independent. Princes who are part of your family will never rebel, and can be distinguished by the family flag, which is displayed next to their name.

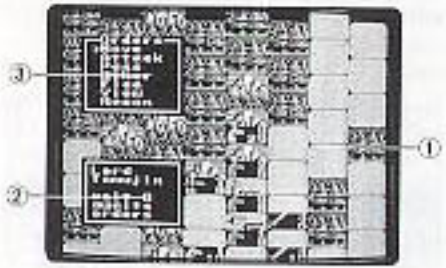
3) Stolen Food

When morale is low, or you have a large amount of food for the number of people in the country, some of your food may be stolen by noncombatants.

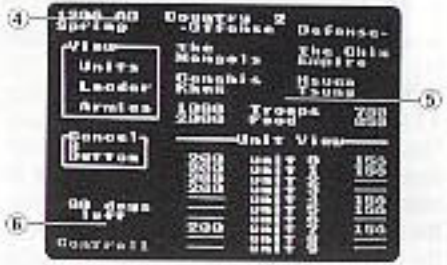


A. Battle Display

When you attack or are attacked by a rival, or watch others battle, the screen will change to battle display.



B. Battlefield Report



With Battlefield Command <View>, you can get the information shown above on new battle developments.

1) Terrain of country under attack. Use Battlefield Command <Recon-field> to view other sections of the battle field.
2) Messages.
3) Command List.
4) Year, season and country number.
5) Data on warring armies.
6) Days remaining in the battle.

C. Topographical Map

The battlefield terrain is made up of the following seven types of land:

1)Plains: Plains are simple flat land.
Necessary mobility: 3.



2)Forest: Forest is the place to issue the hunt command. When going through a forest, some men will get lost, so your number of soldiers will decrease.
Necessary mobility: 4.



3)Mountains: When you travel in the mountains, your soldiers will decrease even more rapidly than in the forest.
Necessary mobility: 5.



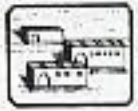
4)Desert: Desert travel is even more grueling than mountains, so your number of soldiers will decrease even more rapidly.
Necessary mobility: 6.



5)Oceans & Lakes: Your number of men will decrease about as rapidly as when you travel through the desert.
Necessary mobility: 6.



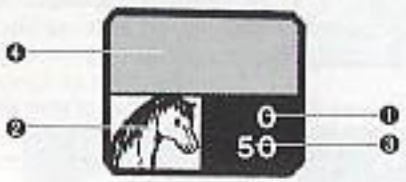
6)Town: Fighting from the town will increase both your offensive and defensive power.
Necessary mobility: 4.



7)Castle: The castle is the best point for both offense and defense.
Its defensive strength will go down with each enemy attack.
Necessary mobility: 5.



D. Unit Markers



1.Unit Number: If a lord personally leads his troops, a 0 will be displayed in the command unit. An * means the men are led by a prince, or the battle is taking place in an area under direct control.

2.Unit Type:



Cavalry: Cavalry is superior in mobility. It is best suited for battle on the plains.
Initial mobility: 10.



Infantry: This unit is the only one capable of ambushing. Its fighting ability is average.
Initial mobility: 8.



Archers: Besides hand-to-hand combat, archers are able to fire on an enemy one square away.
Initial mobility: 8

3.The number of soldiers are given in units of 10. If this number drops to 0 less than 10 men remain, and the unit is nearly destroyed.

4. Army color: This color will show you the difference between enemy troops and your own. The attacking army is red and the defending army blue.

E. Troop Deployment

The attacking side always deploys his men first. Units may only be positioned in squares where the attacking country's number is displayed. These squares are called entry-exit points. After the attacking side finishes, the defending side may position his troops in any of the remaining squares, except for the attacker's entry-exit points.

When placing your men, use the control pad to move the cursor and press Button A when you decide where to put the unit.

F. Combat

After both sides have deployed, the attacking side will issue orders to all of his units. The defending side then follows suit, with one day ending after both sides have given orders to all of their units.

The number of days that you may continue to battle depends on the number of orders remaining when you issued Command<War>. You may battle 30 days for each order that remained, thus you could battle up to 90 days if you had 3 orders left.

G. Conditions for Victory

One army wins when:

a) The other army's command unit is destroyed.
b) The enemy commander flees.
c) The enemy runs out of food.
d) The enemy commander surrenders.
e) The enemy commander is captured in a duel. The attacking side will also lose the battle if it reaches its maximum number of allotted days for battle. However, since at that time it will flee, all the attacking soldiers and war provisions will be taken back to the attacking country. If both armies are destroyed simultaneously, the defending side will remain in possession of the country, and the attacking commander will be captured.

H. After the War

1.When the attacking side wins

The defeated country becomes the winner's

properly. If you are the winner, you will have to deal with the following:

a) Select who will rule the captured country: victorious leader, former ruler, or directly controlled.

b) Deal with the enemy commander: make him a prince, kill him, or set him free.

At this point, if you chose to rule by victorious leader in a), and as a result, the attacking country is without a ruler, you must decide who will replace the previous ruler.

c) Choose an outstanding man for prince: you will find men with high abilities in most countries, you may at this point add them to your list of princes if you like.

2. When the defending side wins

If you are the victorious defender, you must decide whether to add the captured commander to your list of princes, kill him, or set him free. None of these commands will allow you to obtain the country he attacked from.

3. After a Military Revolt or Uprising

You must decide how to deal with the captured enemy commander. If he was a prince, you may recruit him again if you like. In either case your morale will decrease after the battle.

4. When You Lose a War

If you lose a war, the country belongs to the victor and must be surrendered.

If your leader's unit is about to be destroyed, you should have him retreat to a neighboring country.

If your lord is killed while attacking another country, you may continue the game by choosing his successor. This heir must be a son ten years or older who is on the list of children. If not, the game is over at this point.

BATTLEFIELD COMMANDS

1. Move	1. Entire unit move 2. Divide unit and move
2. Attack	1. Normal Attack 2. Arrows Attack 3. Duel 4. Ambush
3. Pass	Give no orders for that turn.
4. Other	1. Demand Surrender 2. SOS 3. Raid 4. Hunt
5. Flee	Flee to neighboring country
6. View	1. Unit Data 2. Leader Data 3. Army Data
7. Recon	1. Map 2. Battlefield

Battlefield Command <Move>

Use the UP and DOWN arrows on the control pad to choose the direction you want to move in, then press Button A.

Each time you move, you may move as far as your mobility allows. Your mobility will decrease according to the terrain you pass through. However, if you try to move around an enemy unit, he will be able to limit your mobility to one square at a time, unless you greatly outnumber him. When you move through certain areas, your number of men will decrease depending on the terrain.

(See Topographical Map on p.25).

You have two different kinds of moves:

a) Entire Unit: You may move your entire unit as many squares as your mobility allows. If you wish to stop before you reach the end of your mobility, press Button B. If you want to join with another unit of the same type simply move your unit into the same square.

b) Divide Unit: Divide one unit into multiple units. Only cavalry units with a mobility of 13,

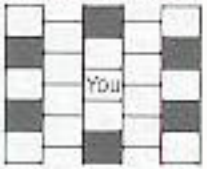
or infantry or archers with a mobility of 11, can execute this command. Choose the number of soldiers you wish to have in the new unit and then have them move into an adjacent square. From there on that unit will receive orders separately. Press Button B when you are finished.

Battlefield Command <Attack>

Use the UP and DOWN arrows on the control pad to choose the direction you want to attack, then press Button A.

a) **Normal:** Your unit attacks an enemy unit, inflicting casualties on both sides.

b) **Arrows:** Use archers to attack a unit one square away from you as illustrated below. The number of arrows you have will depend on your arms level. Whether or not the arrows hit their target will depend on your skill level.



c) **Duel:** When the rival command units are in adjacent squares, you may issue this command, but you may only challenge the enemy to a duel once per battle. If the battle takes place in an area under direct control you may not issue this command because your lord is not present on the battlefield. If the enemy refuses your challenge, his abilities will go down. If he accepts, and you win, you might be able to take the enemy commander prisoner. If you are unable to take him prisoner, 20% of the his soldiers will come over to your side.

d) **Ambush:** Only infantry units which are not the command unit may execute this command. The unit will be hidden temporarily until an enemy unit moves into one of the six squares surrounding it. At that point it will attack, inflicting more damage than in normal attack. The number of times you can give this order will be displayed in parenthesis when you give this command. This number will depend on your training value. To go into ambush, use your control pad to decide which square to ambush from, then press button A and your unit will disappear into that square.

Battlefield Command <Pass>

The unit will remain in the same square. Every time you give this order, the troops' mobility will go up by 1, since they will get a chance to rest. The maximum mobility value is 15 for cavalry and 13 for infantry and archers.

Battlefield Command<Other Orders>

a) **Demand Surrender:** If you greatly outnumber the enemy soldiers and demand surrender, there is a good chance the enemy commander will surrender and all his troops will join your army.

b) **SOS (Call reinforcements):** Call for reinforcements from a neighboring country with sufficient troops and gold. Your command unit must be on that country's entry-exit point when executing this command. Reinforcements will arrive three days after being requested, but they come without supplies. This command may only be executed once per battle.

c) **Raid:** Only the command unit can raid the town of a country it invades for food. You may not raid your own town.

d) **Hunt:** Any unit that is in the forest can hunt, if there is no enemy unit in an adjacent square. Hunting will yield provisions. It will also take a day, thus costing a turn.

Battlefield Command <Flee>

You may only withdraw when your unit is located on an entry-exit point for one of your own neighboring countries. Make sure all your units are safely out of the country before you order your command unit to flee, else they will be left behind, and join the enemy.

Battlefield Command <View>

a) **Units:** This displays the exact number of soldiers in each unit.

b) **Leader:** Use this command to see the abilities of the leaders of both armies.

c) **Army:** Use this command to see the arms

and skill level of both armies, the castle's defensive strength and the morale of the defending army.

Battlefield Command <Recon>

a) Map: Displays a map of the entire battlefield. The attacking army will be represented with an A and the defenders with a D. Press any button to return to the battlefield display when done.

b) Field: Use your control pad to view the layout of the battlefield terrain and the entry-exit points. When you are done press Buttons A or B.

THE FOUR GREAT POWERS OF THE TIME

1. The Mongol Empire Genghis Khan



Long, long ago a gray wolf descended from the heavens. Together with his empress, a white doe, they crossed a large lake.

Thus begins a legend which has passed from generation to generation among the Mongol tribes. A wolf sent from heaven married a beautiful white doe, and from their offspring was born the savage and powerful Mongol people.

Temujin was born in 1155 to the chief of the Bordighin, one of the many tribes which roamed the Mongolian steppes. When Temujin was still very young, his father was poisoned by the Tatar tribe.

Leaderless, the members of the Bordighin tribe fled, leaving Temujin and his remaining family to fend for themselves. Reduced to extreme poverty, Temujin and his family were forced to live from day to day, surviving only thanks to young Temujin's determination to avenge the death of his father.

On his 17th birthday, Temujin welcomed to his tent a beautiful young woman he had been betrothed to since the age of nine. Her name was **Borte**, and no sooner were they married, than Borte was kidnaped by the **Merkit** tribe. After allying with **Tooril Khan** of the **Kerait** tribe, Temujin set out after the **Merkits** with his childhood friend **Jamukha**. They overtook and defeated them, managing to rescue Borte in the process. Together with Tooril Khan, Temujin then took control over all the remaining Mongol tribes. However, to govern Mongolia he was also forced to battle Tooril Khan.

Once he had defeated Tooril, Mongolia was united. Temujin had to spread his power elsewhere and undertook the task of unifying the Eurasian Continent, under the new name of **Genghis Khan**.

Genghis died in the year 1227, with his goal only half accomplished. However, his sons continued to expand his domain after his death.

2. England Richard I



Richard I was the third son of **Henry II**, the founder of the Plantagenet Dynasty. Better known as "**Richard the Lion-Hearted**," he inherited the French region of Aquitaine from his mother Eleanor. From there, in alliance with **Philip II** of France he launched an attack against his father and managed to overthrow him in 1189. He was crowned Richard I of England that same year.

True to his name of Richard the Lion-Hearted, Richard was extremely fond of battles. He was an excellent jouster and swordsman, and the pride of all **Saxons**. Soon after becoming king, he joined the Third Holy Crusade with **Frederick** I of the Holy Roman Empire and Philip II of France. However, Frederick I died soon after setting out on the crusade, and Richard I was left to continue with only Philip II. From the start there were quarrels between the two so their forces were divided and they continued on individually. After fighting bravely for many months against great odds, Richard set off to return to England.

On the way home however, Richard was captured and held for ransom by the new

Holy Roman Emperor, Heinrich VI.
Meanwhile in England, Richard's treacherous younger brother John had taken over the crown, and in alliance with Philip II, did everything within his power to delay the payment of the ransom which would allow his elder brother to return as king of England.

A ransom of 100,000 marks was finally paid by the people of England in 1194 and Richard was allowed to return home. Soon after his return he was wounded with an arrow while defending a fortress against an attack by Philip II. His wound contracted gangrene, and he died a few days later. Although he was probably England's most famous king, Richard only lived in England for six months of his ten year rule.

3. The Byzantin Empire Alexious III



The true Byzantin Empire was actually destroyed in 1204 when the knights of the Fourth Holy Crusade took the city of Constantinople. The families of the leaders who survived then fled to Nicaea, however they never regained the power they had enjoyed when they ruled from Constantinople.

In this game it is assumed that the Byzantin Empire did not end in 1204. As in real history, this empire rules over the eastern part of the Mediterranean, what is now southeastern Europe.

From the start, the Byzantin Empire was a nation of rebellions, in which the citizens of Constantinople always played a major historical role. In 1182, **Andronicos Comunenos**, with the help of the people, overthrew a cruel tyrant, and caused a major reform of the social system. He took power from the nobles by giving important administrative positions to the common people, thus winning their loyalty.

His new system caused even more riots among the people, who began attacking the noblemen, forcing them to defend themselves. When he was succeeded by **Isaakios II**, the policy was radically changed. Isaakios II returned the power to nobility, however he was too late to stop several noblemen who had already decided to become independent. Among these were **Teodoros**, who ruled the town of Philadelphia, in Asia Minor.

When Alexious succeeded to the throne, the Byzantin Empire was already far on its way toward ruin. It is up to you to restore the Byzantin Empire to its original splendor with the assistance of your predecessors Andronicos and Isaakios, and your powerful generals Duces and Teodoros. Are you capable of restoring the Golden Age of the Macedonian Dynasty to the Byzantin Empire?

4. Japan Minamoto Yoritomo



Like Genghis Khan, Minamoto Yoritomo did not have an easy childhood. His father, **Yoshitomo** was a brave samurai, a leader of many warriors. He died when Yoritomo was just a child, battling against the rival ***Heike*** Clan in the battle of Heiji.

Yoritomo was also captured in the same battle, but since he was only a youth of 12, his life was spared. Instead he was exiled to the island of Hirugashima, where he spent the following 20 years of his life.

In 1180, Yoritomo decided the time had come to avenge his father's death and claim his own right as a ruler. He led a small army against his father's old rivals, the powerful Heike Clan, but was soon defeated and forced to retreat to Kamakura. In Kamakura, he began plans to weaken his enemies' hold on the country.

At the time, most of the population was

KOEI, WE SUPPLY THE PAST,



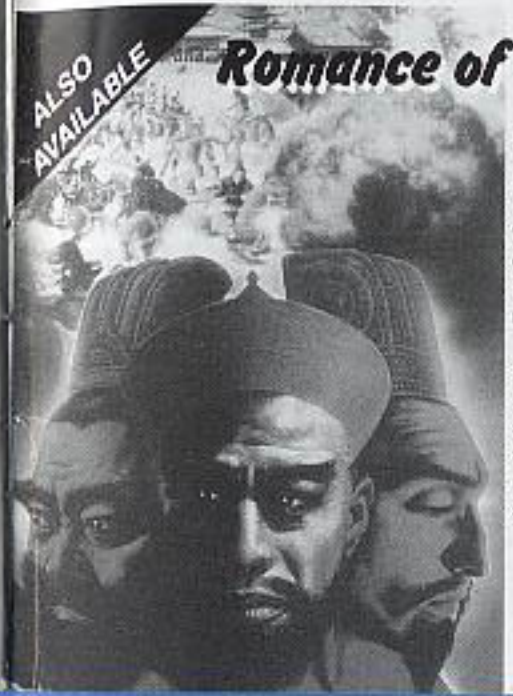
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